

The Election

by Andy Law

The competitive roleplaying game of political leaders debating before the nation.

Requirements

3+ players, playing cards, stopwatch.

Preparation

Cut the deck. Highest card starts. Play progresses clockwise.

Each leader describes their political party and beliefs — be creative.

The first player deals everyone a facedown card — no peeking — and draws two cards to create a policy.

	Card 1	Card 2
A	Creating	Business
2	Eradicating	Debt
3	Increasing	Defence
4	Liberating	Education
5	Nationalising	Environment
6	Privatising	Freedoms
7	Redistributing	Health
8	Regulating	Immigration
9	Reprioritising	Space
10	Restructuring	Spending
J	Selling	Taxes
Q	Slashing	Transport
K	Taxing	Welfare

Debate

The first player has one minute to explain the policy. Opponents then have thirty seconds each to explain their opposition. Once everyone's finished, share a 3-minute debate.

After, working clockwise, each leader gives their facedown card to one other leader to show public support. Remember, no peeking.

The next leader then turns two cards for a new policy, and play repeats.

Do this until all leaders offer two policies.

Polling

Turn cards face-up to determine votes on election day:

Cards	Votes
Red	0
Black A-10	1-10
Black Face	12

The leader with the most votes wins.